DUNGEONS & DRAGONS® BRAND

TACTICS

TEEN
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CONTENT RATED BY ESRB

ATARI

For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP® (PlayStation®Portable) system before use. Retain both this software manual and the instruction manual for future reference.

⚠ WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep a safe distance from the screen.
- Avoid prolonged use of the PSP® system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted. Set the PSP® system's wireless network feature to off when using the PSP® system on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP® system's wireless network feature could interfere with the proper operation of the pacemaker.

Use and handling of UMD™

• This disc is PSP® (PlayStation®Portable) format software and is intended for use with the PSP® system only. If the disc is used with other devices, damage to the disc or to the device may result. • This disc is compatible for use with the PSP® system marked with FOR SALE AND USE IN U.S. ONLY. • Depending on the software, a Memory Stick Duo™ or Memory Stick PRO Duo™ (both sold separately) may be required. Refer to the software manual for full details. • If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen. • Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity. • Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing). Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc. • Do not block the opening with paper or tape. Also, do not write on the disc. • If the opening area does get dirty, wipe gently with a soft cloth. • To clean the disc, wipe the exterior surface gently with a soft cloth. • Do not use solvents such as benzine, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc. • Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction. • SCE will not be held liable for damage resulting from the misuse of discs.

Ejecting the disc

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.

Storing the disc

Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc. Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc.

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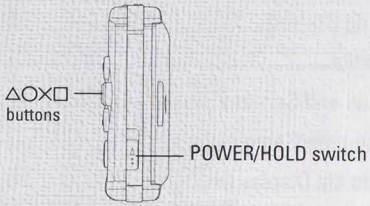
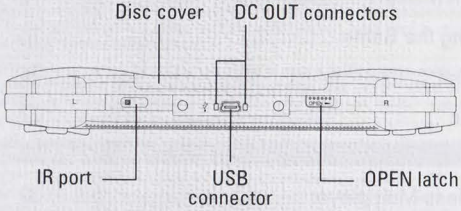
GETTING STARTED

Right side view



Front view



Set up your PSP® (PlayStation®Portable) system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover. INSERT *Dungeons & Dragons® Tactics*™ disc with the label facing away from the system, slide until fully inserted and close the disc cover. From the PSP® system's home menu, select the Game icon and then the UMD icon.

A thumbnail for the software is displayed. Select the thumbnail and press the ⊗ button of the PSP® system to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

NOTICE: Do not eject a UMD™ while it is playing.

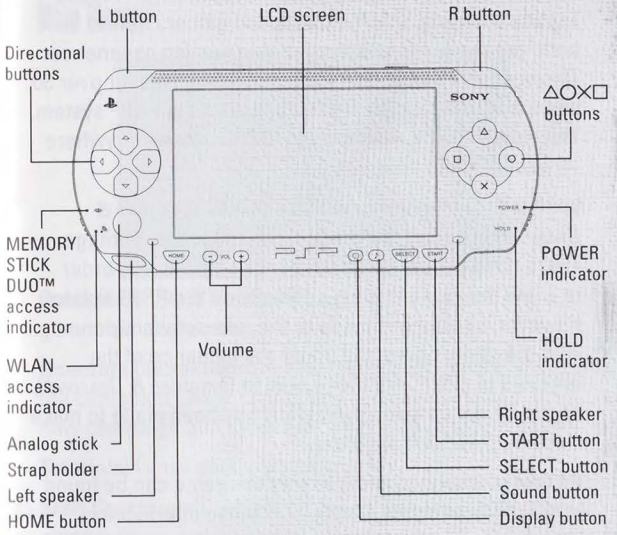
Memory Stick Duo™

Warning! Keep Memory Stick Duo media out of reach of small children, as the media could be swallowed by accident.

To save game settings and progress, insert a Memory Stick Duo into the memory stick slot of your PSP® system. You can load saved game data from the same memory stick or any Memory Stick Duo containing previously saved games.

CONTROLS

PSP® (PlayStation®Portable) system configuration



⊗ button	Perform action / Confirm menu selection / Advance story text
▣ button	Toggle initiative list On or Off
△ button	Display selected character, equipment or spell details / Display additional menu info
○ button	Go back / Cancel action
left / right buttons	Create character path / Expand menu options / Check item or spell On or Off
up / down buttons	Create character path / Change menu selection
analog stick up / down	Adjust camera angle / Scroll Information screens
analog stick left / right	Rotate camera / Toggle between left & right menus
L button	Cycle through characters
R button	Cycle through characters
START button	Pause Game Menu
SELECT button	Toggle camera zoom

WELCOME TO DUNGEONS & DRAGONS® TACTICS™

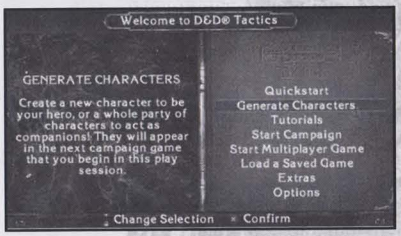
Thank you for purchasing *DUNGEONS & DRAGONS® Tactics™*. Tactics veterans, *D&D®* experts and gamers new to both, get ready for an unforgettable gaming experience. *DUNGEONS & DRAGONS®* has been delighting fans for over 30 years and now, for the first time, it is on the PSP® system. This means being able to play *D&D®* anytime, anywhere — alone or with your friends.

We have taken great care to be true to *DUNGEONS & DRAGONS®*, its universe, the 3.5 rule-set and its heritage. There have been a few deviations to the rules in order to allow the game to work optimally on the PSP® system, however, all changes made to the rule-set were done with the utmost care and under the guidance of the creators of *D&D®*. For those new to *DUNGEONS & DRAGONS®*, do not be concerned, great effort has been made to make learning *D&D®* fun and easy.

All that you need to know to play the game can be found in the game or in this manual. For those interested in learning more, check out the *D&D®* books at your local bookstore, or visit www.wizards.com. Now, get ready for action, prepare for adventure and beware of what lurks around the dark corners ahead.

MENUS AND SCREENS

Main Menu


Welcome to D&D® Tactics
GENERATE CHARACTERS
Create a new character to be your hero, or a whole party of characters to act as companions. They will appear in the next campaign game that you begin in this play session.
Quickstart
Generate Characters
Tutorials
Start Campaign
Start Multiplayer Game
Load a Saved Game
Extras
Options
Change Selection
Confirm

Quickstart: Start a single-player campaign with pre-generated characters.

Generate Characters: Create new characters for use in the campaign. New characters can only be saved in a new campaign and cannot be used in multiplayer games.

Tutorials: Learn gameplay basics.

Start Campaign: Create a party and begin a single-player campaign.

Start Multiplayer Game: Host or join a multiplayer game with up to four players.

Load a Saved Game: Load a previously saved single-player or multiplayer game.

Extras: Access the *DUNGEONS & DRAGONS®* glossary. You can also access the art gallery, music player features and game credits.

Options: Open the Options Menu to adjust audio settings and configure gameplay options such as Chess Mode and Streamline Play.

Options Menu

Music Volume: Set the music volume level.

Effects Volume: Set the special effects volume level.

Chess Mode: Turn Chess Mode On to speed up movement and combat animations.

Streamline Play: Turn Streamline Play On to allow the game to pass to the next character automatically on completion of a character's second action.

Pause Menu

During gameplay, you can press the **START button** to open the Pause Menu and access the following:

Confirm Changes: Confirms any changes and resumes gameplay.

Music Volume: Adjust the music volume.

Effects Volume: Adjust the special effects volume.

Chess Mode: Turn On to speed up gameplay animations.

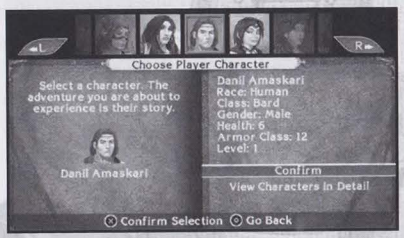
Streamline Play: Turn On to allow the game pass to the next character immediately upon completing their second action.

Save Game: Save your progress.

Exit Adventure: Return to the Campaign Adventure Map screen losing all experience and items gained.

Quit Game: Return to the Start Screen without saving.

Select Characters Screen



Campaign Character Selection

When you begin a campaign, you select a *player character* to be the hero of your adventuring party. The story that unfolds is the story of your player character. Note that if character selected as your hero dies, the campaign will end.

After selecting a player character, you must next select a band of companions and create a party. Initially you will begin with five companions in your party, but as the campaign continues you will be able to recruit up to eleven.

Adventure Character Selection

Throughout the campaign, you will select adventures. When entering an adventure you will be asked to create a party from your player character and available companions. Note that your party may include up to eleven companions, but up to six may participate in any one adventure.

Adventure Map

The Adventure Map displays a map of available locations from which you can select new adventures, visit shops, manage your party, recruit new characters and Load / Save.

Location Menu Options

Adventure: Accept a new quest.

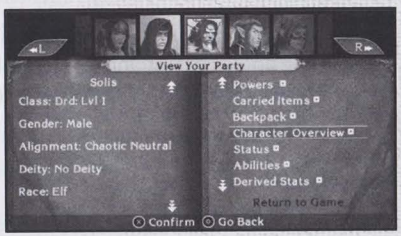
Shops: You can buy and sell items from merchants. Certain locations also house marketplaces where you can recruit characters for you party. You can recruit characters of each class from the following marketplaces:

- **Wizard's School** – Wizards and sorcerers.
- **Monastery** – Monks and psions.
- **Forest Moot** – Rangers and druids.
- **Temples** – Clerics and paladins.
- **Mercenary Hall** – Fighters, barbarians and psychic warriors.
- **Thieves' Guild** – Rogues.
- **Court** – Bards.
- **Adventurers Guild** – Characters who have been previously dropped from the party.

Party Management: View information about your characters, drop characters from your party, trade items among characters and equip items.

Load / Save: Load a game or save your current progress.

Party Overview Screen



During gameplay, you can access the Party Overview Screen by pressing the △ **button**. The Party Overview Screen displays the following information for each character:

Character Overview: Class level(s), race, deity, current alignment and gender.

Backpack: Inventory of items not in use.

Carried Items: Currently equipped items in the character's hands or worn.

Powers: Each character class can acquire unique powers.

Spells Prepared: Currently prepared spells, by spell level.

Spellbook: Contains known spells.

Special Abilities: Each class has unique special abilities. Lists acquired special abilities.

Feats: A feat gives the character a new capability or improves one that he or she already has.

Skills: Skills represent individual areas of practical knowledge.

Derived Stats: Lists stats bonuses and penalties. Bonuses improve your Armor Class and health, for example.

Abilities: The basic physical and mental attributes of

your character are divided into six ability scores. These affect the character's aptitude in combat, spellcasting, and other aspects of gameplay.

Status: Displays current health, Armor Class, left-hand equipped item, right-hand equipped item, experience points (XP) and status effects.

Action Menu

The Action Menu is an in-game menu that enables your characters to perform most actions, including Move, Attack, use Item, Special actions and End Turn (see 'Action Menu' on page 15 for details.)

Level Up Menu

When a character gains a level by earning sufficient experience points (XP), that character can go through a process called "leveling up." To level up in *Dungeons & Dragons® Tactics™*, open the Action Menu and then select Special > Level Up > Manual Level-Up. Note: There is an Auto-Select option if you are new to *D&D®* and prefer the game to level up a character for you.

SINGLE-PLAYER START

1. Start Campaign

Choose a Player Character

When you start a game, you are given the option of creating a character before playing. If you choose this option, you can create a new character and then you will return to the Main Menu, where you must choose Start Campaign again.

To choose your player character, press the **R button** and **L button** to cycle the available characters. Select View Characters In Detail to view stats, inventory and more. To make your player character selection, select Confirm and then press the **⊗ button**.

Select Companion Characters

On selecting Start game, you will be asked to choose a party of six characters from the pre-generated and custom characters provided. Use the **R button** and **L button** to cycle characters. Select Add to Party and press the **⊗ button**. When you have filled all open companion slots, select Confirm and then press the **⊗ button**.

2. Choose a Location and Adventure

Press the ⊗ **button** to enter a location. If there are multiple locations, use the **directional buttons** to navigate the Adventure Map and make a selection.

After entering a location, use the **up button** and the **down button** to select Adventure and then press the ⊗ **button**. Choose an adventure from the list of available options.

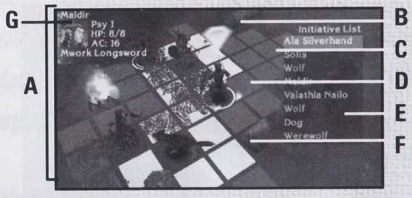
3. Create Your Party

Select companion characters for the current adventure. Use the **R button** and **L button** to cycle through the characters. Select Add to Party and press the ⊗ **button**. When you have filled all open companion slots, select Confirm and then press the ⊗ **button**.

4. Adventure Start

You begin an adventure by placing your party on the battle grid. Use the **directional buttons** to select a square and press ⊗ to open the party list. Use the **left button** and the **right button** to select a character and then press the ⊗ **button** to place the character. The adventure starts after you have placed all of your characters .

HEADS-UP DISPLAY (HUD)



A. Game World: The game world unfolds on a grid of five-foot squares called the *battle grid.*

B. Active Character: A yellow icon appears above the active character. When a character is under attack, the icon changes to red.

C. Character Path: Blue squares on the battle grid indicate a character's possible paths.

D. Cursor: When not in combat, use the cursor to select a character or movement path. When in combat, use the cursor to target an opponent.

E. Initiative list: Displays the order of combatants.

F. Threat Zone: While moving, gold squares indicate parts of a character path where they could attacked by their enemies with melee weapons. When the character is attacking, gold squares indicate which squares the character can attack.

G. Party Bar: The Party Bar enables you to scroll through all party members, showing a portrait and stats for each.

TIP

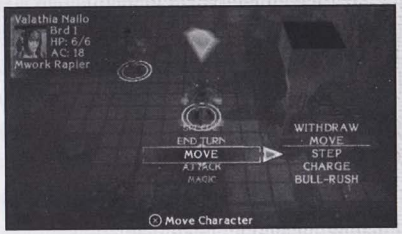
Read the story text for details about tactics, tips and more!

ICONS

These icons appear over characters and NPCs to indicate they are under the affects of a spell or ability.

- Ability Bonus
- Ability Penalty
- AC Bonus
- AC Penalty
- Attack Roll Bonus / Ranged Attack Bonus
- Attack Roll Penalty
- Blinded
- Calm
- Charmed
- Confused
- Cursed
- Damage Roll Bonus
- Damage Roll Penalty
- Damaged
- Darkvision / Low-Light Vision
- Dazed
- Dazzled / Stunned
- Deafened
- Death Ward
- Diseased
- Encumbered Heavy
- Encumbered Medium
- Entangled / Immobilized
- Exhausted / Fatigued
- Fascinated
- Frightened / Panicked / Shaken
- Level Up
- Magic Weapon Enhancement
- Mind-Affecting
- Movement Bonus
- Movement Penalty
- Paralyzed
- Poisoned
- Rage
- Saving Throw Bonus
- Saving Throw Penalty
- Silence
- Sleep
- Slowed
- Temporary Hit Point Bonus
- Character Turn Complete
- Listen (invisible creature detected nearby)
- Indestructible

ACTION MENU



Press the ⊗ **button** to open the selected character's Action Menu. To cancel, press the ◉ **button**.

Move

Move: Make a standard move at the cost of one move action. You may take a second move action in place of a standard action.

Step: Move character one square as a free action without triggering an attack of opportunity. Following a step, no other movement is allowed in the round.

Charge: Charge and attack enemy with a +2 attack bonus but a -2 penalty to Armor Class. This is a full-round move.

Bull-rush: This full-round move uses a Strength check to rush and tackle the enemy, pushing him back one square.

Withdraw: A full-round action away from an enemy preventing an attack of opportunity.

Attack

Full Attack: A full-round action using any extra attacks permitted by the character's Base Attack Bonus. If the character has two weapons or a double-ended weapon, he gains the additional attack (with associated penalties).

Attack: Select a target and attack as a standard action.

Ready: The character readies weapon and waits until an

enemy comes into sight or reach before attacking.

Feint: Unbalance your opponent in melee with a fake attack. This standard action uses a Bluff check and can reduce the opponent's Armor Class during next attack.

Defend: Attack while maintaining defense. A standard action that adds a bonus to Armor Class for the round, and a penalty to all attacks.

Action

Use Device: Available when character is in position to activate device, such as a lever. Costs one action.

Rage: The character gains bonuses to Strength, Health, and Will saves, with an Armor Class penalty.

Heal: A standard action to tend a dying ally in an adjacent square. A successful heal check will *stabilize* an ally so they no longer lose hit points.

Item

Backpack: Access items in the backpack.

Equipment: Access equipped items the character is carrying in their hands or wearing.

TIP

Dice are a big part of playing the pencil and paper version of *Dungeons & Dragons®*. They are used to generate random numbers that determine many outcomes in the game. In *Dungeons & Dragons® Tactics™*, computer generated random numbers fill this role, but the same types of "dice" are used. The most common dice term in *D&D®* is d20, which refers to a twenty-sided die. A d20 is used for attacking enemies (an *attack roll*), using skills like Open Lock (a *skill check*), and resisting magical spells (a *saving throw*).

Special

Intimidate: A standard action which intimidates an opponent in melee combat. A successful intimidate check causes the enemy to become *shaken*.

Rest: Rest the party for eight hours to restore hit points, recharge or prepare spells and special abilities. A new day resumes at the end of the rest period.

End Round: End the round for the entire party.

End Turn

End Turn: End the character's turn. Play passes to the next character or enemy.

TIP

Characters or creatures with melee weapons exert a threat zone into adjacent squares on the battle grid. An attack of opportunity is a free attack into the threat zone by your character or an enemy. Actions that trigger an attack of opportunity include leaving a threat zone square, shooting a bow or casting a spell. You can avoid an attack of opportunity and leave a threatened square unscathed by using the Withdraw or Step command (see 'Action Menu' on pages 15–17 for details).

PLAYING THE GAME

The Game World

Your adventures take place in the eastern border reaches of the Lindesi, a collection of kingdoms held together by a human High-King far to the West. The Lindesi are a feudal people bound together by webs of fealty, patronage and marriage.

The Vinsaxi tribe differ from their cousins to the West. They are a wild border people organized into clans. They inhabit the hills and highlands and have settled the Plain of Eoras near the Vingota River, which is the traditional route of raiders into the prosperous farmlands of the Lindesi.

Turn-Based System

Dungeons & Dragons® Tactics™ utilizes a turn-based system of gameplay. Characters can perform one standard action and one move action per turn. Note that a character's standard actions can be converted into a second move action if desired.

- When not in combat, you can move characters in any order. You can also move the same character consecutively, if you wish. An action that causes the character to perform an action that requires motion, such as drawing / sheathing a weapon, opening a door or loading a light crossbow is considered a move.
- When in combat, the initiative order determines when each character moves. A character that moves cannot move again until all of the other characters in play have moved in order.

The Battle Grid

Your characters travel throughout the game world on a grid comprised of five-foot squares. Each character occupies one square on the grid, although some large monsters may occupy multiple squares.

The blue squares represent a character's potential path. The gold squares indicate a character path where they could be melee attacked by their enemies. When attacking, gold squares indicate which squares the character can attack.

Movement

When not in combat, you may select any party member to move, in any order. Press the **L button** or **R button** to cycle though characters and press the ⊗ **button** to open the Action Menu. Select Move and create a path using the **directional buttons**. Press the ⊗ **button** again to confirm the Move command.

Standard Movement

When creating a path, you can walk a character through other members of your party on the battle grid, but two characters cannot occupy the same square. Characters cannot walk through enemies.

Each character has a *base land speed*, the distance a character can move while unarmored. Base land speed is determined by character race. Note that characters carrying excess weight (*encumbered*) and those wearing Medium or Heavy armor receive a penalty to base land speed.

TIP

A square containing one or more features (such as rubble or undergrowth) may cost two squares to move through instead of one.

Detection and Environment Visibility

Until detected by hearing or sight, enemies hidden in darkness are not visible. For this reason it is highly recommended that characters adventuring through darkness use torches, light spells or darkvision abilities to detect enemies.

Some areas, mostly indoors areas such as dungeons, have sections that are not visible until the player accesses them. These areas are shrouded in black fog. The fog lifts when the area is accessed.

Inventory

Prior to use, items such as weapons, armor, wands, magical clothing and jewelry must be equipped or *carried*. Each character has a limited number of slots in which they can carry items. Weapons and other hand-carried items are held in the hands slot. As characters have two hands they can usually carry two items in the hands slot, unless they are holding a two-handed weapon. Note that other slots usually permit only one equipped item.

Backpack

Any items a character does not carry are kept in their backpack for safe keeping. Items such as weapons, armor, wands, magical clothing and jewelry must be taken out of the backpack and equipped to be used. However, some potions and scrolls may be used directly from the backpack.

Armor and Shields

Armor deflects or stops enemy attacks and comes in Light, Medium and Heavy varieties.

Armor Class (AC) and Bonuses

Armor Class is the value representing a character's ability to avoid being hit in combat. It equals 10 + all modifiers that apply (typically armor bonus, shield bonus, Dexterity modifier and size modifier). Note that bonuses from armor and shields 'stack' (they are totaled together). However magic armor bonuses do not stack — only the highest magic bonus is applied.

TIP

Medium and Heavy armor slows character movement and may restrict or apply penalties to Dexterity. Also, arcane magic users may find their spells fail when wearing armor.

Weapon Types

One-Handed Weapon: A weapon that requires one hand to wield. A character with a one-handed weapon can carry an off hand weapon or item such as a torch.

Two-Handed Weapon: A weapon that requires two hands to wield. A character with a two-handed weapon cannot carry a second weapon or a shield.

Ranged Weapon: A weapon designed to attack enemies at great distance. They include weapons that fire projectiles, like bows or crossbows or slings, and thrown weapons, such as spears, daggers and javelins.

Thrown Weapon: A ranged weapon that the character hurls at a target, such as a javelin.

Double Weapon: A weapon with two ends, blades or heads. You may use double weapons to make an extra attack as part of a full round attack action.

Reach Weapon: A weapon with a long haft that allows characters to attack targets up to 10 feet (two squares) away. However, reach weapons do not permit characters to attack adjacent foes.

Off Hand Weapon: This is a weapon carried by the character's weaker, less dexterous hand (usually the left). Characters with two weapons get an extra attack if they make a full round attack. However, the weapon in the primary hand suffers a -6 attack roll penalty for doing so and the weapon in the off hand takes a -10 penalty.

Common Interactions

Throughout the game, you'll come across a wide variety of things with which you can interact:

Friends

Talking to friendly non-player characters is an essential part of the game, as not all problems can be solved with swords and spells alone. People will often initiate dialogue with you — press the ⊗ **button** to interact.

Merchants

Merchants at many locations on the Adventure Map will trade with the characters in your party. When buying items, use the **left / right buttons** to increase or decrease the quantity you want to buy. If selling items, use the **left / right buttons** to check off the items in your backpack that you wish to sell.

Items

A vast variety of items are located throughout the game. Be careful to manage the weight of your characters' inventory or they may become encumbered.

Chests

Chests may contain loot such as Gold Pieces (GP), the currency of Lindesi.

Traps

Be vigilant during your adventures as certain doors, chests and floors are trapped. Traps must be found before they can be disarmed.

Each player character and companion character has the following characteristics:

Gender: Other than appearance, there is no difference between male and female characters.

Race: There are seven races — each has its own advantages and disadvantages and some are better suited to certain classes.

Class: Class is the character's profession or vocation. It determines his or her expertise in combat, magical ability and skills. There are 13 classes in the game.

Abilities: The basic physical and mental attributes of your character are divided into six ability scores. These affect a character's aptitude in combat, spellcasting, and other aspects of gameplay.

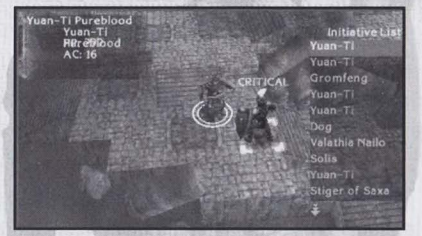
Alignment: Alignment decides the character's moral position and can change the outcome of a campaign.

Skills: Each character has unique acquired talents improved through training. Class skills are purchased at a rate of one rank per skill point.

Feats: Feats are special features that either give a character a new capability or enhance one they have. Characters at level 1 begin with one feat and gain a new one at 3rd level and every three levels thereafter.

COMBAT

Initiative List



The initiative list determines the order in which characters move during combat and therefore determines who gets to attack first. The list is set at the beginning of combat and then does not change, except to add new characters or remove dead characters.

TIP

Alignment determines your character's moral standing. If your character acts against his or her alignment, it will gradually shift, from good to evil, lawful to chaotic, or vice versa. The severity of the shift depends upon the deed and can have extreme consequences. This does not work in reverse: an evil character that performs a good act does not shift more toward being good than a true neutral character would. It is easier to 'fall' into evil than it is to become a paragon of benevolence.

Melee Attacks

A melee combat takes place when characters are close enough to *reach* and exchange blows with handheld weapons. For most characters and creatures, reach is equal to one adjacent square. Note however that large creatures with a natural reach, or characters armed with reach weapons such as a longspear, can make melee attacks up to two squares away.

Ranged Attacks

A ranged attack is any attack made at a distance with a weapon such as a bow or a thrown weapon such as a javelin. For each full range increment of distance between an attacker using a ranged weapon and their target, a -2 penalty is applied to the ranged attack roll. Note also that a ranged attack penalty is applied if friendly characters occupy the attack line-of-sight.

Inflicting Damage

Attacks can inflict damage, which is applied to an enemy's hit points or abilities. Weapon damage is subdivided into bludgeoning, piercing or slashing damage. The type of damage inflicted is important, as certain spells and other effects grant immunities to types of damage.

Receiving and Dealing With Damage

Hit points measure a character's health:

- A character at 0 hit points is *disabled*. A disabled character may take a single standard or move action and moves at half speed. A disabled character who takes a standard action (rather than a move action) subsequently loses a hit point.
- A character with a hit point total between -1 and -9 may be *stable*.

TIP

When a target is surrounded — attacked in melee from opposite sides — the attackers receive a +2 attack bonus against a flanked defender. Also, rogues may sneak attack when flanking.

TIP

During combat, a d20 die roll is made to see if an attack hits. This roll is called an *attack roll*. To the roll is added the attacker's base attack bonus, Strength modifier (if a melee attack) or Dexterity modifier (if a ranged attack), plus the target's size modifier and any weapon bonuses. If the result equals or exceeds the target's Armor Class, the attack hits.

The character is unconscious but not dying or losing hit points.

A character with a hit point total between -1 and -9 may be *dying*. The character is unconscious and near death. A dying character has a 10% chance each round of stabilizing. A character who has not stabilized loses 1 hit point each round from bleeding. Successful Heal checks using the Heal skill can stabilize a character.

- A character with -10 hit points is *dead*.

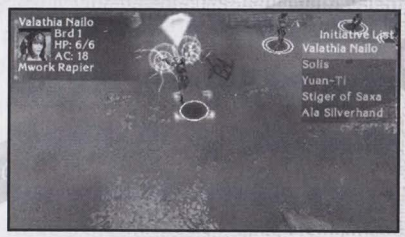
Restoring Hit Points

Hit points decrease due to damage and increase due to healing. HP may also increase beyond the character's full normal hit point level through magic. Resting will enable a character to heal one hit point per character level.

TIP

A critical hit is a hit that strikes a vital area, doing double, triple or more damage, depending on the weapon. To score a critical hit, the attack roll (before modifiers) must be greater than or equal to the weapon's threat value, followed by a successful critical roll (i.e. a second, successful attack roll).

MAGIC



A spell is a one-time magical effect. Clerics, druids, paladins and rangers cast divine spells, while wizards, sorcerers and bards cast arcane spells.

Preparing and Casting Spells

Wizards, clerics, paladins, rangers and druids must prepare a spell before they can cast it. Also, they may not cast a spell that has not been prepared. Spells are prepared either at the beginning of an adventure or whenever the party rests during an adventure. Note that sorcerers and bards do not have to prepare their spells.

At any time, a character may change the spell he or she wishes to prepare. When changing to a different spell, the new spell is prepared the next time the character begins an adventure or rests.

Some spells have a verbal component (the spellcaster must speak to cast the spell) or a somatic component (the spellcaster must move their hands to cast the spell).

Magic users activate magic spells by casting them.

TIP

Druids, and rangers from 4th level, have animal companions to help them. The canine is treated like an additional member of the party, though it cannot do some of the things characters do, like open doors.

Be aware that spellcasting may be interfered with by attacks (requiring a successful Concentration check) or, for arcane spells, by wearing armor.

Spell Failure

Spell failure can occur for a variety of reasons:

- The target is out of range.
- The caster can't see the target.
- The target makes a successful saving throw against the magic.
- The target has spell resistance that the caster could not overcome.
- A caster is using an inappropriate magic device.
- An arcane magic casts a spell while wearing armor.
- A spell with a somatic component is cast by a character with their hands full.
- A spell with a verbal component is cast while under the effects of a *silence* spell.

Spells may inflict energy damage, which is applied to an enemy's hit points or abilities. Energy damage is divided into acid, cold, electricity, fire and sonic damage.

Magic Types

The two primary categories of spells are *divine* and *arcane*:

- **Arcane Magic:** Spells that manipulate mystic energies.
- **Divine Magic:** Spells of religious origin powered by faith or a deity.

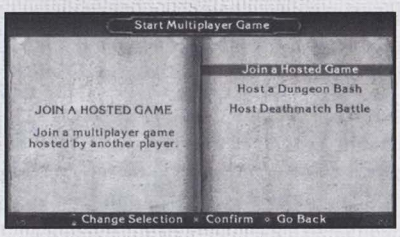
Divine spellcasters cannot cast scrolls of arcane spellcasters (and vice-versa) without a Use Magic Device check.

PSIONICS

Psionics is the art of tapping the mind's potential. A psionic character is blessed with innate mental powers that offer him amazing abilities.

Like a spell, a psionic power is a one-time effect. It is "manifested." Each psionic has a reserve of power points to expend on powers. If a character's power point reserve is depleted, they can no longer manifest powers. Some powers can be augmented, increasing duration, range or effect by expending more power points. After selecting an augmented power from the menu, you will be prompted for how many power points you wish to use. A psionic character regains power points by resting. (Power points are also regained between quests.)

WIRELESS MULTIPLAYER



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Multiplayer Game Modes

Dungeon Bash

Gather your friends to survive in the dungeons and gather fame and fortune in several different modes of play! Win by surviving to the last level of the dungeon!

Deathmatch Battle

Prove your tactical skills against friends in a Last Man Standing match, Gladiator Mode, or slay a dragon in Dragon Kill!

Last Man Standing

Frag or be fragged. Match your party against opponents until the last man is left standing.

Dragon Kill

Search and destroy! Locate the dragon and defeat it. Strike the last blow before your opponent does to earn the win.

Gladiator

Arena-style combat against a multitude of monsters. The side to defeat the most monsters wins. Take out your opponents to gain the upper hand.

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As the game host, you can configure the following settings:

Arena: Choose from the available multiplayer locations.

No. of Players: You can allow up to four players. (Default setting is two-player).

Level of Play: Set the starting level of the player-controlled characters. (Default setting is level three).

When you are satisfied with your choices, select Confirm and then press the ⊗ **button** to search for the nearest available players.

Joining a Game

Select this option to search for available games. Make a selection from the available games list and then press the ⊗ **button** to confirm your selection. You must wait for the multiplayer Host to confirm the start of the game.

EXTRAS

Credits

View game credits here.

Glossary

View the *Dungeons & Dragons®* glossary, which contains terminology and other useful information.

Art Gallery

View the game art gallery.

GLOSSARY

Ability: One of the six basic character qualities: Strength (STR), Dexterity (DEX), Constitution (CON), Intelligence (INT), Wisdom (WIS) and Charisma (CHA). All abilities have a score, with a value of 10 being equivalent to that of an average human.

Abilities can increase or decrease as a consequence of magic spells, poison or disease.

Action: An action is a character activity. A character gets one standard and one move action each turn. However, full-round actions take an entire turn to complete. Any number of free actions can be taken in a turn.

Alignment: One of the nine descriptors of morality: lawful good (LG), neutral good (NG), chaotic good (CG), lawful neutral (LN), neutral (N), chaotic neutral (CN), lawful evil (LE), neutral evil (NE) and chaotic evil (CE).

Arcane Spell: Spells that manipulate mystic energies. Bards, sorcerers and wizards cast arcane spells.

Armor: Armor deflects or stops enemy attacks and comes in Light, Medium and Heavy varieties. Medium and Heavy armor slows character movement and may restrict or apply penalties to Dexterity. Arcane magic users may find their spells fail when wearing armor.

Armor Class (AC): A value representing a character's ability to avoid being hit in combat. It equals 10 + all modifiers that apply (typically armor bonus, shield bonus, Dexterity modifier and size modifier).

Attack of Opportunity: Actions such as movement or ranged attack or spell casting in a square threatened by an enemy may provoke an extra attack from that enemy. Step and Withdraw actions may be used to avoid these attacks.

Attack Roll: A d20 die roll is made to see if an attack hits. To the roll is added the attacker's base attack bonus, Strength modifier (if a melee attack) or Dexterity modifier (if a ranged attack), plus the target's size modifier and any weapon bonuses. If the result equals or exceeds the target's Armor Class, the attack hits.

Backpack: Any items a character does not have equipped are kept in a backpack. You must take items such as weapons, armor, wands, magical clothing and jewelry out of the backpack and equip them in order to use them. Items such as potions and scrolls may be used directly from the backpack. Ranged weapon ammunition is kept in the backpack, but equipping a particular type of ammunition will load that type of ammunition into your ranged weapon.

Base Attack Bonus: An attack roll bonus based on the character's class and level. A character gains a second attack when their base attack bonus reaches +6, a third at +11 and a fourth at +16. Base attack bonuses gain from different classes, such as in a multiclass character, stack (i.e. are totaled) together.

Battle Grid: The world is marked off in 5-foot squares. Each character occupies one square on the grid (though some large monsters may occupy more).

Character Class: One of the thirteen character types: barbarian, bard, cleric, druid, fighter, monk, paladin, psion, psychic warrior, ranger, rogue, sorcerer or wizard. The class defines a character's primary function and abilities.

Character Level: A character's level in a class. The higher the level the greater their base attack bonus and, for magic-using classes, the more spells (and spells per day) they have. At higher levels the character may also gain new feats or special abilities.

Concealment: Concealment protects a character from attacks. An attacker has a 20% chance of missing a concealed target. If the target is totally concealed, the miss chance increases to 50%.

Concentration: Spellcasters may need to make a concentration check if they are disturbed when casting a spell. A failed check disrupts the spell and causes it to fail.

Cover: Cover such as walls or other impediments provide cover and give the defender a bonus to Armor Class.

Critical Hit: A hit that strikes a vital area, doing double, triple or more damage, depending on the weapon. To score a critical hit, the attack roll (before modifiers) must be greater than the weapon's threat value, followed by a second, successful attack roll.

Damage: Attacks and spell effects can inflict damage, which can be applied to an enemy's hit points or abilities. Certain spells and other effects may grant immunity to certain types of damage.

Damage Reduction: A special defense that allows a character to ignore a certain number of hit points of damage from weapons, unarmed attacks or natural weapons.

Day: Many spells and special class features work a given number of times per day. In game terms, a day is defined as the period of time between rests.

Difficult Terrain: A square containing one or more features (such as rubble or undergrowth) that costs 2 squares to move through instead of 1.

Difficulty Class (DC): This is the target number that a player must equal or beat for a check or saving throw to succeed.

Disabled: A character at 0 hit points is disabled. A disabled character may take a single standard or move action (but not both) and moves at half speed.

Domain: Each religion has two domains that they reign over. Clerics are granted special powers for each domain of their religion. Domains include: Animal, Chaos, Death, Destruction, Earth, Evil, Fire, Good, Healing, Law, Luck, Magic, Protection, Sun and War.

Dying: The character is unconscious and near death. A dying character has -1 to -9 hit points and can take no actions. A character that is dying has a 10% chance each round of becoming stable. Failure to stabilize means the character loses 1 hit point that round from bleeding. Successful Heal checks using the Heal skill can also stabilize a character. A character at -10 or more HP is dead.

Encumbrance: The more weight a character carries, the more they are slowed. Characters that are medium or heavily encumbered have their speed slowed and suffer a limit on their Dexterity bonus and suffer a penalty to certain checks for physical activity.

Equipped: Items such as weapons, armor, wands, magical clothing and jewelry must be equipped to be used. Each character has a limited number of slots with which they can equip items.

Experience Points (XP): Experience points measure a character's experience and advancement. Defeating monsters and finishing adventures grant all members of your party XP.

Familiar: Sorcerers and wizards have an animal familiar. This animal grants its master a special ability.

Fear Effect: A spell or magical effect that causes the character to become shaken, frightened or panicked.

Feat: Special features that either give a character a new capability or enhance one they have. Characters at level 1 begin with one feat and gain a new one at 3rd level and every three levels thereafter. Some character classes and races grant additional feats.

Flank: A character is flanked if he has enemies on opposite sides. A flanking attacker gains a +2 attack bonus against a flanked defender. Rogues may sneak attack defenders they are flanking.

Flat-Footed: Characters are flat-footed and vulnerable at the beginning of combat, until their first turns in the initiative cycle. A flat-footed character loses their Dexterity bonus to Armor Class and cannot make attacks of opportunity.

Fortitude Save: A saving throw related to a character's ability to withstand damage due to their physical stamina.

Free Action: A free action can be performed in conjunction with any other action. There are no limits to the number of free actions a character may make in a turn.

Full-Round Action: Full round actions consume all of a character's effort in a round, and so no other actions other than free actions (such as Step) make be taken.

Gold Piece (GP): The gold piece is the primary unit of currency in the game world.

Hit Points (HP): The measure of a character's health. HP can be decreased by damage or increased due to healing. HP may also be increased beyond the character's full normal hit point level by magic. If HP are reduced to -10, the character is dead.

Initiative: Initiative determines the order of actions in combat. Before the first round of combat, all participants make an initiative check, a

roll of 1d20 plus any initiative modifiers. Each round thereafter, the participants act in order from the highest initiative result to the lowest.

Immunity: A character that is immune to a type of energy attack takes no damage from that energy.

Known Powers: Psionic characters have a limit on the number of powers they know, based on their level. A psionic character cannot manifest a power they do not know.

Known Spell: A spell that an arcane spellcaster has learned and can prepare. Wizards keep spells in their spellbook. Sorcerers and bards select them when they acquire new spells during level advancement.

Light Weapon: A weapon suitable for use in the wielder's off hand, such as a dagger. If fighting with two weapons, the attack roll penalty for using a light weapon as the second weapon is reduced by 2.

Masterwork: This is used to describe any item of outstanding craftsmanship. Masterwork weapons gain a +1 bonus on attack rolls and masterwork armor reduces the armor check penalty by 1. Masterwork tools add a +2 bonus to relevant skill checks. All magical items are considered masterwork.

Medium: Medium-sized creatures, such as humans, dwarves, elves, half-elves and half-orcs occupy one space in the world and have a size modifier of +0.

Move Action: An action that causes the character to move or perform an action that requires motion, such as drawing/sheathing a weapon, opening a door or loading a light crossbow. A character normally is allowed one move action per turn, but may take a second move instead of their standard action.

Not in Combat: When not in combat characters can move in any order (they are not bound by initiative order). They can also rest. They can also leave a level via an exit.

Prepared Spell: Wizards, clerics, paladins, rangers and druids must prepare a spell before they can cast it. Spells are prepared either at the beginning of an adventure or whenever the party rests during an adventure.

Range Increment: For each full range increment of distance between an attacker using a ranged weapon and their target, a -2 penalty is applied to the attack roll.

Ranged Weapon: A weapon designed to attack enemies at great distances. They include weapons that fire projectiles, like bows, crossbows or slings, and thrown weapons, such as spears, daggers and javelins.

Reflex Save: A saving throw related to the character's ability to avoid damage thanks to their agility or quick reactions.

Resistance to Energy: A character with a resistance to an energy type ignores a certain amount of damage dealt by that energy type. For example, a character with fire resistance 10 ignores the first 10 points of fire damage in an attack.

Rest: When not in combat, characters can rest. The completion of a rest period marks the start of a new day. Rests are long enough to heal each character and prepare any selected spells. Characters who wish to change the spells they wish to prepare should select their new spells before they rest.

Round: A unit of game time equal to six seconds. Every character and creature gets the opportunity to perform actions in a round before moving on to the next round.

Saving Throw: A roll made to avoid damage or harm. The three types of saving throws are Fortitude, Reflex and Will. Characters get modifiers to their saving throws based on their class.

Shield Bonus: The bonus to Armor Class from carrying a shield. This bonus 'stacks' (i.e. is totaled with) the bonus from armor worn by a character.

Skill: Characters acquire skills through training. A character's proficiency in a skill is measured in ranks and each skill has a character ability (STR, DEX, CON, etc.) associated with it.

Skill Ranks: Skill ranks indicate how much training or experience a character has in that skill. In character generation and when characters level up they can improve their skill ranks through expending skill points.

Skill Check: When skill checks have to be made, the basic roll is a d20 plus the number of skill ranks plus the ability modifier associated with the skill.

Speed: The number of feet a character can move when taking a move action.

Spell Components: Spells may have a Verbal component (the spellcaster must speak to cast the spell) or a Somatic component (the spellcaster must move their hands to cast the spell). Status effects that prevent a spellcaster from speaking prevent them casting spells with Verbal components. Status effects that prevent them from moving their hands prevent them casting spells with Somatic components.

Spells Per Day: This is the number of spells a spellcaster can cast between rest periods.

Square: A square is a space on the battle grid. A square represents a 5 foot by 5 foot area. The terms "1 square" and "5 feet" are generally interchangeable.

Standard Action: The most basic type of action. Common standard actions include making a melee or ranged attack, casting a spell and using a magic item. In a typical round a character can make a standard action and a move action. They can also convert their standard action into a second move action, but they cannot take a second standard action in place of their move action.

Step: Provided a character does not perform any other movement in their turn, they may step five feet (one square) as a free action. A character that steps is not subject to attacks of opportunity.

Threat: Weapons have a chance of a critical hit if a 'natural' attack die roll (i.e. the unmodified roll) is equal to or greater than the threat value of a weapon. If a threat is rolled, a critical check is made to see of the attack is a critical hit.

Thrown Weapon: A ranged weapon that the character hurls at a target, such as a javelin.

Touch Attack: An attack in which the attacker must touch their opponent but does not have to penetrate their armor. Touch attacks may be melee or ranged. When making a touch attack, the target's armor bonus and shield bonus is ignored.

Turn Undead: The ability to fend off undead creatures by channeling positive energy.

Two-Handed Weapon: A weapon that requires two hands to wield. A character with a two-handed weapon cannot carry a second weapon or a shield.

Will Save: A saving throw related to the character's ability to withstand damage due to their mental toughness.

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Updating the PSP® system software

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Performing the update

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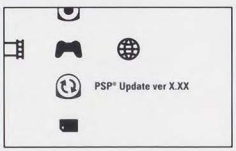

Before starting the update:

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If an update is canceled before completion, the system software may become damaged, and the system may require servicing to repair or exchange.

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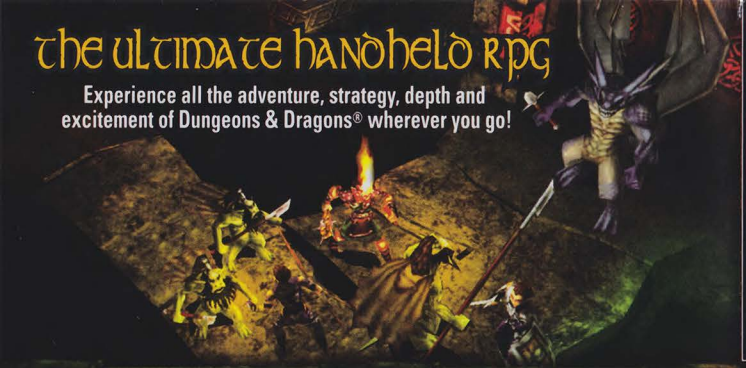

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